

a bus that uses an interface protocol selected from a group consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP);

a gaming processing subsystem designed to control a game played on the gaming, the gaming processing subsystem comprising,

a first gaming processing subsystem board; and

a bus interface for connecting the first gaming processing subsystem board to the bus; and

a general computing subsystem designed to control audio presentations and video presentations on the gaming machine, the general computing subsystem comprising, an expansion card;

a bus interface for connecting the expansion card to the bus.

11. The gaming machine of claim 10, further comprising:

a second gaming processing subsystem board.

12. The gaming machine of claim 10, further comprising:

a processor located on the first gaming processor subsystem board.

13. The gaming machine of claim 10, further comprising:

a non-volatile memory located on the first gaming processor subsystem board.

14. The gaming machine of claim 10, further comprising:

a data memory socket located on the first gaming processing subsystem board designed to accommodate a data prom.

15. The gaming machine of claim 10, further comprising:

a serial communication connection.

16. The gaming machine of claim 10, wherein the gaming processor subsystem board is a PCI expansion card and the bus is a PCI bus.

17. The gaming machine of claim 10, wherein the expansion card is a PCI expansion card and the bus is a PCI bus.